



CBSOFT'26

CONGRESSO BRASILEIRO DE SOFTWARE

September 8 - 11, São Paulo - SP

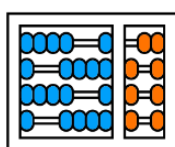
PROCEEDINGS

3rd Workshop on Bots in Software Engineering (WBots 2026)

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Preface

The Proceedings of the 3rd Workshop on Bots in Software Engineering (WBots 2026) bring together the papers selected for and presented at the event, held from September 8 to 11, 2026, in São Paulo, São Paulo, Brazil, in conjunction with the 17th Brazilian Congress of Software: Theory and Practice (CBSOft 2026). This edition comprises two research papers and two short papers, all selected through an anonymous peer-review process. The Program Committee of WBots 2026 was coordinated by Leo Natan Paschoal (PUCPR) and Silvana Morita Melo (UFGD), who organized this volume in collaboration with Vânia de Oliveira Neves (UFF), Everton Cavalcante (UFRN), Heleno de Souza Campos Junior (UFRJ), and Arthur Pilone (USP), Proceedings Chairs of CBSOft 2026. The papers included in these proceedings were submitted on July 10, 2026, accepted for publication on August 3, 2026, and their final versions were submitted on August 10, 2026.

Keynote



The Role of Bots in the Evaluation and Development of Accessible Software

Giovanna Bertotti - B3, Brazil

Marcelo Medeiros Eler - EACH-USP, Brazil

Abstract. *Digital accessibility is essential to interactive applications, enabling people with diverse abilities to use digital systems, services, and information independently and safely. Despite well-established legislation, standards, and guidelines, incorporating accessibility into the software development process remains challenging: many accessibility issues are identified only in later stages of the software life cycle, and traditional automated tools can detect only a portion of the barriers people with disabilities encounter. This talk presents how the automation of development activities can support accessibility throughout the software life cycle, covering fundamental accessibility concepts, established initiatives for automating the evaluation of interactive applications, and recent advances in the use of intelligent agents and Large Language Models (LLMs), both for evaluating and developing applications, including by people with disabilities who are directly involved in software development.*

Short bio. Giovanna Bertotti holds a degree in Psychology and has worked as a clinical psychologist for nine years, while also dedicating the past six years to digital accessibility. He is visually impaired and currently serves as a Digital Accessibility Specialist at B3, where he created his own automation tool to validate Web Content Accessibility Guidelines (WCAG) criteria on web pages. He shares this expertise with major companies through talks and workshops, and now brings that experience to

WBOTS, under the supervision of Prof. Marcelo Medeiros Eler (EACH-USP), to discuss the role of bots in evaluating and developing accessible software.

Short bio. Marcelo Medeiros Eler received his B.Sc. in Computer Science from the University of Western São Paulo (2003), and his M.Sc. (2006) and Ph.D. (2012) degrees in Computer Science and Computational Mathematics from the University of São Paulo (USP). He was a visiting doctoral student (2010–2011) at the National Research Council of Italy (CNR), in Pisa, under the supervision of Dr. Antonia Bertolino, and conducted postdoctoral research (2016–2017) at the Department of Computer Science at the University of Sheffield, England, under the supervision of Prof. Gordon Fraser. He is currently an Associate Professor in the Information Systems program at the School of Arts, Sciences, and Humanities of the University of São Paulo (USP), where he teaches and conducts research at both the undergraduate and graduate levels. He is Vice-Coordinator of the Graduate Program in Information Systems at EACH-USP and a tutor in the Information Systems Tutorial Education Program (PET-SI). His current research focuses on Digital Accessibility and Software Engineering, with an emphasis on Software Testing.